

System Requirements

To run this translation patch, you need:

- A PlayStation Vita or PlayStation TV running firmware version 3.60 or lower.
- A Japanese copy of Sora no Kiseki FC Evolution; physical or digital will work. It must be updated to the latest patch, version 1.02.

Install with rePatch (Recommend)

Preparation:

- Two files need to be patched: eboot.bin and data.psarc.
- Please ensure that your Japanese copy of Trails in the Sky FC Evolution is patched to v1.02, the latest version. The translation patch only supports the latest version.
- Install and enable the latest version of rePatch plugin (2.71 alpha or later) if you do not have it already.
- If you have the physical version of the game, you may optionally use NoNpDrm to rip the game to your Vita, so that the game card isn't needed to play the game (instructions here).

First you will need to generate a decrypted eboot.bin:

- Download FAGDec, run it on the Vita, press X to select the game and press X button again on DECRYPT ALL(DONE).
- Press O to get back to main menu and press START button and select START DECRYPT(SELF) to start decrypting.
- In VitaShell, copy the following files to your computer ux:0/FAGDec/patch/PCSG00488/eboot.bin.
- (if you are missing this file, make sure you installed the latest game patch, v1.02, from PSN before running FAGDec) .

Now to obtain a decrypted copy of the data.psarc file:

- Browse to ux0:app/PCSG00488 (for digital) or

gro0:/app/PCSG00488 (for physical).

- Press Triangle, select Open decrypted. Press Select to open FTP server (switch it under Start key if you have USB connection chosen). You must transfer over FTP, it was confirmed that transferring over USB doesn't work and would still get the encrypted file.
- Using FTP client on PC, connect to vita, then copy either ux0:/app/PCSG00488/gamedata/data.psarc (for digital) or gro0:/app/PCSG00488/gamedata/data.psarc (for physical) to your PC.

If you've followed every step correctly so far, you should now have a decrypted eboot.bin and data.psarc on your PC, ready to patch.

Use xdelta to patch eboot.bin. Use the following settings under Apply Patch:

- Patch - eboot-originalbgm.bin or eboot-evolutionbgm.bin from the downloaded patch, depending on which soundtrack you want the patched game to use. See the FAQ below for more information.
- Source File - eboot.bin copied from your Vita.
- Output File - Anywhere, use eboot.bin for the filename.

Use xdelta to patch data.psarc. Use the following settings under Apply Patch:

- Patch - data.psarc.xdelta from the downloaded patch.
- Source File - data.psarc copied from your Vita.
- Output File - Anywhere, use data.psarc for the filename.

Copy the newly patched data.psarc and eboot.bin to the following locations:

- ux0:rePatch/PCSG00488/gamedata/data.psarc
- ux0:rePatch/PCSG00488/eboot.bin

Close VitaShell and run the game.

Install using MaiDumpTool (Legacy)

Preparation:

- Two files need to be patched: eboot.bin and data.psarc.
- Please ensure that your Japanese copy of Trails in the Sky FC Evolution is patched to v1.02, the latest version. The translation patch only supports the latest version.
You will need to use MaiDumpTool to dump and install the game in the following steps:
- Connect the Vita to your PC via USB.
- In Mai, select Extract/Decrypt content - [PCSG00488][]
[FC Evolution] - Extract the game and decrypt eboot (incl. suprx). This may take around 15 minutes or so.
- In Mai, select Extract/Decrypt content - [PCSG00488][]
[FC Evolution] - Extract game patch and eboot (including suprx). This may take a couple of minutes.
- Return to the home menu and delete the game (back up save data first if necessary).
- In Mai, Install game from folder - PCSG0048.
- In Mai, Install patch from folder - PCSG00488_patch.
Sometimes this process ends in a failure message, but it seems like it can be ignored safely.
With the digital copy of the game installed, open VitaShell and copy the following files to your PC:
- ux0:app/PCSG00488/eboot.bin
- ux0:app/PCSG00488/gamedata/data.psarc
Use xdelta to patch eboot.bin. Use the following settings under Apply Patch:
- Patch - eboot-originalbgm.bin.xdelta or eboot-evolutionbgm.bin.xdelta from the downloaded patch, depending on which soundtrack you want the patched game to use. See the FAQ below for more information.
- Source File - eboot.bin copied from your Vita.
- Output File - Anywhere, use eboot.bin for the filename.
Use xdelta to patch data.psarc. Use the following settings under Apply Patch:

- Patch - data.psarc.xdelta from the downloaded patch.
- Source File - data.psarc copied from your Vita.
- Output File - anywhere, use data.psarc for the filename.
Copy the newly patched data.psarc from your PC back to ux0:app/PCSG0488/gamedata/, overriding the existing data.psarc.

Copy the newly patched eboot.bin from your PC back to ux0:app/PCSG0488/, overriding the existing eboot.bin.
Close VitaShell and run the game.

User guide

FAQ

Q. I get an error when trying to launch the game!

Make sure that your original game is the Japanese version of Trails in the Sky Evolution, and that it's updated to version 1.02.

Q. Will you work on Trails in the Sky SC Evolution or Trails in the Sky the 3rd Evolution?

Yes, they are now available:

- Trails in the Sky SC Evolution English Patch.
- Trails in the Sky the 3rd Evolution English Patch.

Q. Should I use the Original soundtrack or the Evolution soundtrack?

Based on what we've read online and hearing it ourselves, the original soundtrack is superior overall. For newcomers to the series, it is highly recommended to select the original soundtrack.

For those that have played the PSP or PC version before, the Evolution version is worth trying if you want a fresh take on the soundtrack; some people do prefer it, and there are some Evolution tracks that we prefer over the originals.

You can switch eboot.bin at any time to switch the game soundtrack, so feel free to experiment.

Q. My save files disappeared and I can't save the game.

This is a known issue with dumped games on the Vita, where you can't save after leaving the Vita on sleep for a while and then resuming. Follow these steps in order to fix.

Q. Can I swap the X and O buttons (X to confirm, O to cancel)?

Try this homebrew.